

Marine Biologist: Saving Money

Adventure Description:

In this adventure, you will think like a marine biologist and save money to buy new equipment.

Activity

Teacher prep before lesson: Set up 4 stations, as shown on [Handout: Teacher Set Up for Stations](#).

Step 1: Background on Marine Biologists and Saving Money (5 minutes)

- Show [Video: Saving Money](#).
- As a class, discuss why people save money. Explain that people save money for different reasons. Some people save money to buy something they want, like a tablet or a toy. Other people save money for something that they need, like food or clothing.
- Explain to students that when people save money, they have to spend less money on something else. For example, someone who wants to save money to buy a new tablet might not buy another item they want, like a soccer ball or a new television.

Step 2: Saving Money Game, Part I (5-10 minutes)

- Explain to students that they will be playing a game. In the game, they will pretend to be a marine biologist. First, they will set aside money to buy a new item they need for their job. Then, they will use the money they have left over to do different activities!
- Explain to students that they will use coins to buy the items. Provide each student with [Handout: Coins](#). Explain to students that there are 10 coins on the page.
- Teacher tip: Have coins cut out ahead of time! Otherwise, have students cut out coins.
- Next, show [Handout: Steps to Play the Game](#). As a class, read through Step 1.

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- Explain to students that they can choose to buy a special underwater camera that can take pictures of fish. They can also choose to buy an underwater robot that can go into the water to learn about fish who live at the bottom of the ocean. They can also choose to buy a special notebook to take under water to write down notes or draw pictures of animals.
- As a class, discuss how each item is a different price. Students will have to decide which item they want to buy. Then, they will set aside the number of coins that they are saving to buy this item later.
- Remind students that if they buy an item that is expensive, they won't have as much money left to use! This is because they have to set aside the money and save it.
- Have students decide which item they want to buy. Have students set aside the correct number of coins and place them at the top of their desk.
- When students are finished, have them count how many coins they have remaining.

Step 3: Playing the Game, Part 2 (10 minutes)

- Next, read through Step 2. Explain to students that they will now have the choice to go to 3 stations to do activities. Each station costs a different amount of coins.
- Students can go to the stations as many times as they want. However, they have to pay each time they go!
- Show students where each station is in the room. Explain to students that when they go to the station, they will put their coin in the container.
- Next, explain what students will do at each station. Refer to [Handout: Teacher Set up for Stations](#) for additional explanation of each station.
- Have students spend 10 minutes going to the stations! Make sure that students are putting coins in the containers each time they go to the station.
- When students are out of coins, they can sit at their desks and wait for other students to finish.

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Step 4: Reflection (5 minutes)

- Have students raise their hands if they saved money for the notebook. Explain that the students who bought the notebook had a lot of money to spend on stations. Have the students who bought the notebook tell the class how many stations they could do.
- Next, have students raise their hands if they saved money for the underwater robot. Explain that these students had the least amount of money to spend at the stations. Have the students who bought the underwater robot tell the class how many stations they could do.
- Discuss as a group how when you save money to buy an item, you do not have as much money to spend on other things.

Materials List

Provided online:

- Video: Saving Money
- Handout: Teacher Set Up of Stations
- Handouts: Stations #1-3 Signs
- Handout: Aquarium Color Sheet
- Handout: Fish Inspiration
- Handout: Coins
- Handout: Steps to Play the Game

Not Provided online (each student or group needs):

- Art and building supplies
- Colored pencils, markers, and crayons
- Play-doh or clay

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